Flying Machines Dot to Dot

Connect the dots on the front and back... Then color the flying machines!





Land the Plane Game

Materials:

Paper (copy paper) Colored construction paper or card stock (3 to 4 sheets)

Directions:



1. Have each Cub Scout make his own simple paper airplane. (If a Cub Scout does not know how, see if another Cub Scout can show him how.)

2. While Cub Scouts are folding airplanes, make a "landing platform" from the construction paper by laying them down flat next to each other on the floor or ground. This landing spot can be either at the end of the room or field or in the middle of the room or field. The landing spot can be taped down if needed.

3. The object of the game is for the Cub Scouts to land their airplanes on the colored construction paper. The Cub Scouts should start 15 feet away from the landing spot to throw their airplanes. Those Cub Scouts who land their airplanes on the colored construction paper in the shortest amount of time win the game.

Variations:

1. Gradually make the landing platform smaller. Use only 2 sheets of the colored construction paper and then use only 1 sheet of the colored construction paper.

2. Have the Cub Scouts try to determine which airplane designs are the best for controlling and landing on the landing platform.

Loop Glider

Materials:

Paper strips (2 strips for each Cub Scout - 1 inch wide paper strips - 1 strip cut 10" long, 1 strip cut 7" long) Clear adhesive tape or masking tape Straws – 1 per Scout Scissors Pencils and rulers is the Cubs are making the strips – 1 per Scout

Directions:

- **1.** Tape each strip into loops.
- **3.** Tape the loops onto the straw, one in the front and the other in the back.
- **4.** Hold the straw with the small loop in front and launch the glider.
- 5. The Cub Scouts can have glider races, or try to hit a designated target.



Paper Helicopters

Materials:

Templates printed on cardstock or paper Scissors Paper clip (one per helicopter)

Directions:

Important – only cut on solid lines, fold on dotted lines

1. Lay your template as shown.

2. Starting at the edges in the middle, cut towards the middle of the

cardstock/paper (cut along the two small solid lines).

3. Fold the two side pieces towards each other along the dashed lines.



4. Fold up the bottom edge about one inch from the bottom edge.

5. Cut along the solid line at the top down until you reach the dashed line.

6. Fold the top parts of the helicopter down – one side folds forward and one side folds backwards.

7. Add a paper clip at the bottom to add weight.

8. Throw it up into the air and watch it fly!







Amazing Airplanes

Materials:

1 spring clothespin (3" long) 2 regular craft sticks (4½" long) 1 mini craft stick (2½" long) small piece of foam (1" x 1" square) Glue Markers Magnetic strip (2"piece and a ½" piece) Scissors



Instructions:

1. Color the clothespin and craft sticks the colors desired. You may want to give them contrasting colors or even make designs on them.

2. Glue one regular craft stick centered on the top front of the clothespin right above the hole in the clothespin.

3. Glue the other regular craft stick centered on the

bottom front of the clothespin – right below the hole in the clothespin.

4. Glue the mini craft stick to the back of the clothespin.

5. While the glue for the craft sticks dries, use the template to cut out the tail piece from foam for the airplane.

6. If you are turning the airplane into a refrigerator magnet, glue the magnet strip

to the bottom of the airplane. The strip may need to be cut into two pieces (see sizes in the material list) and attached.

7. Glue the foam tail piece to the top of the mini craft stick with the curved edge facing the front of the plane.





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Flying Blimps

Materials:

Construction paper Scissors Ruler

Instructions:

1. Cut a strip of paper 6-8 inches long and ½ inch wide.

2. Cut halfway across the strip about ½ inch from one end. Turn the strip around and do the same thing on the other end.

3. Slip the slot at one end into the slot at the other end. You'll make something that looks like a blimp or a little fish.

4. Hold the blimp high over your head and drop it. It will spin like crazy on its way to the ground. Drop from lots of high places.

5. Experiment with your blimp. If it's fatter or longer or thinner will it spin faster? or not as fast? See what you can find out.





The Sky isn't the Limit Closing

Cubmaster:

It wasn't long ago that you might have heard one man say to another: "The sky is the limit." He meant that a man could make anything of himself that he wanted, at least on earth.

Well, the sky is no longer the limit! There's almost no limit to what you can aspire to do, either on earth or in space. Our astronauts have proven that.

What does that mean to Scouting?

Buzz Aldrin, the second man on the moon, told Scouts to set their goals high and accomplish all that they can and want to do.



Take Flight Opening

Materials:

Cards with pictures of a plane, a bird, a kite and a rocket ship with Cub Scout lines on back.

Cub Scout #1 (holds plane): Every day, thousands of planes "take flight" to deliver people and things all over the world.



Cub Scout #2 (holds bird): You can see many different birds "take flight," making the world a more beautiful place.

Cub Scout #3 (holds kite): In the windy skies above, watch your own kite "take flight." It's a time to relax and enjoy a wonderful part of nature.

Cub Scout #4 (holds rocket ship): It's so exciting to see rocket ships "take flight" and think about exploring the universe.

Cubmaster or den leader: How do you feel as our national flag "takes flight"? Please stand and join me in saluting our flag while repeating the Pledge of Allegiance with me.



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Cub Scout #3:

In the windy skies above, watch your own kite "take flight." It's a time to relax and enjoy a wonderful part of nature.



Cub Scout #4:

It's so exciting to see rocket ships "take flight" and think about exploring the universe.